

NEW PLANETOUCHED RACES

Outsiders can procreate with almost any species. Throughout the planes, examples of their breeding are everywhere: half-fiend dragons scour the skies of Lower Planes and half-celestial dwarves toil in the great caverns of Elemental Plane of Earth. There are creatures of every size and shape whose blood carries the purity of the celestial or the wickedness of the fiend. These creatures likely have spawn of their own, and from their unions, new outsiders are born. This section presents a few new planetouched using the rules introduced in this chapter. For each new race there is a brief description of its function and appearance, a sidebar that details the level adjustment costs, and a full breakdown of their racial features. See **Chapter 6:**

Planar Perils for 1st-level warrior examples of the new planetouched races that follow.

FETCH

Fetch are the twisted descendants of quasits and halflings. Warped creatures, they thrive on sowing discord and confusion among mortals. Fetch are notorious thieves, preying upon anyone and stealing anything they desire. Most fetch do not survive long in halfling communities, as they are disruptive and destructive. Given a halfling's natural goodness, they may pity the fetch and cast him out of the community rather than simply kill him. Exiled fetch take up with unsavory races like goblinoids, kobold, and the like. Sometimes, exceptional fetch find employment with demonic lords, whom they then serve as spies and assassins.

Fetch appear as short halflings, with stringy black hair and features twisted with hate. They have dusky, scaly skin that sparkles in the light. Their crimson eyes smolder with evil intent. Fetch have all the same physical characteristics and life expectancy as halflings. Almost all fetch are chaotic evil.

RACIAL TRAITS

- -2 Strength and +2 Dexterity: Fetch lack the physical strength of larger creatures, but make up for this deficiency with natural agility and guile.
- Small: As a Small creature, a fetch gains a +1 size bonus to AC, a +1 size bonus on attack rolls, a +4 size bonus to Hide checks,

but she uses smaller weapons than humans use, and her lifting and capacity is three-quarters of a human, and she suffers a -4 special size penalty to grapple checks.

- Fetch have a +1 natural armor bonus to their AC.
- Fetch base land speed is 20 feet.
- **Darkvision:** Fetch can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and fetch can function just fine with no light at all.
- Fetch have a +2 racial bonus Climb, Jump, Listen, and Move Silently checks.
- Fetch get a +1 racial bonus to all saving throws.
- Fetch have a +2 morale bonus to saving throws against fear.
- Fetch have a +1 racial bonus on attack rolls made with thrown weapons and slings.
- A fetch can use *cause fear* once per day as a caster whose level is equal to her class level.
- **Fast Healing 1:** See *MM* for details.
- Fetch Resistances: fire 5.
- Native Outsider: As native outsiders, fetch may be raised, reincarnated, or resurrected as any other living creature.
- **Automatic Languages:** Abyssal and Halfling; Bonus Languages: Common, Dwarven, Elven, Gnome, Goblin and Orc.
- **Favored Class:** Assassin. A multiclass fetch's assassin class does not count when determining whether she suffers an XP penalty for multiclassing (for details, see Multiclassing rules in the *PHB*). If you do not use the assassin class from *The Assassin's Handbook*, the favored class for the fetch is rogue.



FETCH MECHANICS

Attributes	Level Adjustment
Natural Armor	+5
<i>Cause fear</i>	+1
Fast Healing 1	+1
Resistance, fire	+5
Total	+3

- **Level Adjustment +3:** Fetch are more powerful and gain levels more slowly than the standard races. See **Chapter 6: Characters** in the *DMG* for details on playing level-adjusted characters.

JINX

Jinxes are corrupted descendants of gnomes and fiends.

Thoroughly evil, they mix their gnomish penchant for tricks and practical jokes with a sadistic twist. All of their jests are sharp, painful, and severely lethal.

Some jinxes sabotage machinery, equipment, and anything else potentially harmful to others.

Mean spirited and nasty, they are pleasure seekers. Jinxes do what they can to blend in with gnome society, at worst, dwelling on the fringes. Unless the gnomes truly force them out, they remain for their lives tormenting their kin with horrible tricks that have far-reaching consequences.

Some jinxes leave, or are forced to leave, their homes to seek out adventure.

These characters are normally thugs, thieves, and tomb robbers.

Jinxes are small creatures that resemble gnomes. They always smile, regardless of their actual mood. Their grins suggest something dangerously comical in the works, as if they are alone in the know.

Inside their wide mouths are rows of sharply pointed teeth. Their eyes are black and soulless. Jinxes are the same size and weight as other gnomes, and they live just as long. Jinxes are often neutral evil.

RACIAL TRAITS

- -2 Strength, +2 Constitution, +2 Intelligence and -2 Wisdom. Jinxes are smart and tough, but they are physically weak. They rarely exercise caution in their ribaldry.
- **Small:** As a Small creature, a Jinx gains a +1 size bonus to AC, a +1 size bonus on attack rolls, a +4 size bonus to Hide checks, but she uses smaller weapons than humans use, and her lifting and capacity is three-quarters of a human, and she suffers a -4 special size penalty to grapple checks.
- Jinx's base land speed is 20 feet.
- **Darkvision:** Jinx can see in the dark up to 60 feet. Darkvision confers sight in black and white only, functioning otherwise as normal vision.
- **Low-light vision:** A jinx can see twice as far as humans in dim lighting.

JINX MECHANICS	
Attributes	Level Adjustment
<i>Desecrate</i>	+2
Resistance acid, electricity	+5
Expert	-5
Total	+2



- **Weapon Familiarity:** Jinxes may treat gnome hooked hammers as martial weapons rather than exotic.
- +2 racial bonus to saving throws against illusions.
- Jinxes add +1 to the Difficulty Class for all saving throws against illusion spells they cast. This stacks with other similar effects.
- Jinxes have a +1 racial bonus to attack rolls against elves and halflings.
- Jinxes have a +4 dodge bonus to AC against creatures of the giant type.
- Jinxes have a +2 racial bonus to all Craft (alchemy) and Listen checks.
- A Jinx with a Charisma score of 10 or higher may use *dancing lights*, *ghost sound* and *prestidigitation* each once per day as a 1st-level caster.
 - Jinxes may cast *desecrate* once per day at a caster level equal to their total class levels.
 - Jinxes are resistant to acid 5 and electricity 5.
- **Native Outsider:** As native outsiders, jinxes may be raised, reincarnated, or resurrected as any other living creature.
- **Automatic Languages:** Abyssal and Gnome. Bonus Languages: Common, Draconic, Dwarven Elven, Giant, Goblin and Orc.
- **Favored Class:** Expert. A multiclass Jinx's expert class does not count when determining whether she suffers an XP penalty for multiclassing (for details, see Multiclassing rules in the *PHB*).
- **Level Adjustment +2:** Jinxes are more powerful and gain levels more slowly than the standard races. See **Chapter 6: Characters** in the *DMG* for details on playing level-adjusted characters.

JANSANNI

From time to time, humans ally themselves with the janni, genies formed of the basic elements that spend most of their days on the Material Plane. From these associations, half-breeds often result. And, these genie-spawned children have children of their own,